

IN THE CLAIMS

Please amend the claims as follows:

1. (Withdrawn) A system for playing an interactive sports simulation game comprising:
a broadcast network that transmits said interactive sports simulation game to a plurality of viewers that receive and display said interactive sports simulation game;
a server operative to generate said interactive sports simulation game, said server adapted to permit at least one of said viewers to interact with said interactive sports simulation game by being interactively coupled to said server such that said server can receive transmissions from and send transmissions to said viewer to play said interactive sports simulation game.
2. (Withdrawn) The system of claim 1 wherein said game is delayed from being broadcast at the time said game is being played.
3. (Withdrawn) The system of claim 1 wherein said interactive sports simulation game is an interactive football sports simulation.
4. (Withdrawn) The system of claim 1 wherein said game is a championship game of a tournament.
5. (Withdrawn) A system for playing an interactive sports simulation game comprising:
at least one set top box connected to an input device and operative to process signals from said input device and generate a real time signal of said input device and operative to send and receive interactive messages;
a server coupled to said set top box and operative to send and receive said messages, said server operative to generate a broadcast signal containing at least a portion of said interactive sports simulation game, transmit said game to a plurality of viewer's televisions capable of receiving said computer generated game and displaying said computer game to said viewers;
wherein said server operates to initiate a game and permit said viewers desiring to interact with said game to play said sports simulation game.

6. (Withdrawn) The system of claim 5 wherein said game is delayed from being broadcast at the time said game is being played.

7. (Withdrawn) The system of claim 5 wherein said game is a football sports simulation.

8. (Withdrawn) The system of claim 5 wherein said game is a championship game of a tournament.

9-16. (Canceled)

17. (Currently Amended) A method of implementing an interactive game between at least two players and viewed by a least one non-participating viewer in an interactive television broadcast system comprising:

launching said interactive game on a video game server ~~connected~~ communicatively coupled to said television broadcast system that controls play of said interactive game;

embedding generating first markup language code for embedding in a video broadcast stream, said first markup language code generated by said video game server ~~and~~ for broadcast to a first set top box at a specific address in said video broadcast system, said first markup language code comprising a user interface for a first player of said at least two players;

embedding generating second markup language code for embedding in said video broadcast stream, said second markup language code generated by said video game server ~~and~~ for broadcast to a second set top box at another specific address in said video broadcast system, said second markup language code comprising a user interface for a second player of said at least two players;

receiving at said video game server a game control signal that is generated in response to an input from said first player playing said interactive game, and message data from said first set top box;

generating video images in said video game server in response to said signal, for broadcasting a view of the game where the view of the game can be customized for the game played and for the at least two players;

~~inserting transmitting~~ said video images for insertion into said video broadcast stream; ~~whereby transferring~~ said message data is transferred from said video game server to said second set top box; and ~~broadcasting~~ said video broadcast stream is broadcast to a plurality of set top boxes including set top boxes of said at least two players and said at least one nonparticipating viewer ~~with a video broadcast apparatus configured to transmit different ones of the video images for the players and for the non-participant viewers.~~

18. (Previously Presented) The method of claim 17 further comprising:

displaying player controls in a first portion of a screen viewed by said first player and said video images in a second portion of said screen using said first markup language code.

19. (Previously Presented) The method of claim 17 wherein said step of embedding first markup language code further comprises:

embedding HyperText Markup Language (HTML) code in said video broadcast stream.

20. (Previously Presented) The method of claim 17 wherein said step of broadcasting further comprises:

combining said video images with second video images and broadcasting combined images to said plurality of set top boxes including said at least one set top box associated with a non-participating viewer.

21. (Previously Presented) The method of claim 17 further comprising:

transmitting said game control signal to said second player.

22. (Previously Presented) The method of claim 20 further comprising:

altering the display produced by said second set top box in response to said game control signal.

23. (Previously Presented) The method of claim 17 wherein said step of generating video images further comprises:

generating video images that are an overview of said interactive video game.

24. (Previously Presented) The method of claim 17 wherein said interactive game is a sports game.

25. (Previously Presented) The method of claim 17 wherein said interactive game is a casino game.

26. (Previously Presented) The method of claim 17 wherein said interactive game is a game show game.

27. (Currently Amended) An interactive game system comprising:

a server that executes an interactive game and that controls play of said interactive game by at least two players and produces video images of said interactive game, said video images for broadcasting a view of the game where the view of the game can be customized for the game played and for the at least two players;

said server providing said video images for a video broadcast system ~~connected~~ coupled to said server, ~~that the broadcast system for broadcasting~~[[s]] a video broadcast stream containing said video images to a plurality of set top boxes including

set top boxes of the at least two players of said interactive game and at least one non-player of said game, and ~~that broadcasts for broadcasting~~ at least first markup language code and second markup language code, if any, embedded in said video broadcast stream said first markup language code and said second markup language code addressed individually to said set top boxes of the at least two players wherein

said first markup language code provides a first user interface for a first player and

said second markup language code provides a second user interface for a second player;

wherein said server is further configured
to receive a data message from said first set top box and transfer said data
message to said second set top box ~~and~~
~~to transmit different ones of the video images for the players and for the at least~~
~~one viewer that does not participate in said game.~~

28. (Previously Presented) The interactive game system of claim 27 wherein said first markup language code is HyperText Markup Language (HTML) code.
29. (Previously Presented) The interactive game system of claim 27 further comprising:
second video images that are combined with said video images and said embedded data,
if any, to create said video stream.
30. (Previously Presented) The interactive game system of claim 27 further comprising:
a network that communicates an input received from said first player at said first set top
box to said server.
31. (Previously Presented) The interactive game system of claim 30 wherein said network
comprises a back-channel in said broadcast system.
32. (Previously Presented) The interactive game system of claim 30 wherein said network
comprises a connection to the Internet.
33. (Previously Presented) The interactive game system of claim 27 wherein said first
markup language code further comprises:
code that displays a user interface in a first portion of a display screen and that displays
said video images in a second portion of said display screen.
34. (Previously Presented) The interactive game system of claim 27 wherein said first
markup language code further comprises:

code that produces a first graphical image of said game in said first set top box.

35. (Previously Presented) The interactive game system of claim 34 wherein said second markup language code further comprises:

code that produces a second graphical image that differs from said first graphical image of said game in said second set top box.

36. (Previously Presented) The interactive game system of claim 27 wherein said interactive game is a sports game.

37. (Previously Presented) The interactive game system of claim 27 wherein said interactive game is a casino game.

38. (Previously Presented) The interactive game system of claim 27 wherein said interactive game is a game show game.

39-43 (Cancelled)

44. (Currently Amended) An interactive game system comprising:

a server that executes an interactive game and that controls play of said interactive game and produces video images of said game, said video images for broadcasting a view of the game where the view of the game can be customized for the game played and for the at least two players;

said server coupled to a television broadcast system ~~that broadcasts~~ for broadcasting a video broadcast stream containing said video images to a plurality of set top boxes including set top boxes of at least two players of said interactive game and at least one non-player of said game, and ~~that broadcasts for broadcasting~~ embedded markup language code, if any, addressed individually to

a first set top box ~~connected~~ communicatively coupled to said television broadcast system that receives said video broadcast stream and that acquires first markup language code addressed to said first set top box wherein said first markup language code is embedded in said video broadcast stream and provides a first user interface for a first player, and

a second set top box ~~connected~~ communicatively coupled to said television broadcast system that receives said video stream and that acquires second markup language code addressed to said second set top box wherein said second markup language code is embedded in said video broadcast stream and provides a second user interface for a second player, and

a third set top box ~~connected~~ communicatively coupled to said broadcast system that receives said video stream and that outputs said video images to a display device of at least one viewer that does not participate in said game,

wherein said server is further configured to

receive a data message from said first set top box and transfer said data message to said second set top box; and

transmit different ones of the video images for the players and for the at least one viewer that does not participate in said game; and

wherein the registration of at least one of the first and second players is solicited through a television advertisement.

45-50. (Cancelled)

51. (Previously Presented) The method of claim 17 further comprising:

assigning the first player or second player to a team.

52. (Previously Presented) The interactive game system of claim 27 wherein the first player or second player is assigned to a team.

53. (Previously Presented) The interactive game system of claim 39 wherein the first player or second player is assigned to a team.

54. (Previously Presented) The interactive game system of claim 44 wherein the first player or second player is assigned to a team.

55. (New) An interactive game system for producing signals for playing an interactive game between at least two players of said interactive game, said interactive game viewable by at least one additional viewer of said interactive game that is not a participant in said game, said system comprising:

first means for running said interactive game and producing video images of said game, said video images for broadcasting a view of the game where the view of the game can be customized for the game played and for the at least two players;

second means generating markup language code for embedding in a video signal including said video images, said markup language code addressed to receiving means, said video signal for broadcasting by a broadcast television network means, said receiving means including at least

(1) first receiving means for receiving said video signal from said broadcast television network means and acquiring first markup language code embedded in said video signal and addressed to said first receiving means, said first markup language code comprising a user interface for a first player of said at least two players,

(2) second receiving means for receiving said video signal from said broadcast television network means and acquiring second markup language code embedded in said video signal and addressed to said second receiving means, said second markup language code comprising a user interface for a second player of said at least two players, and

(3) third receiving means for receiving said video signal from said broadcast television network means and presenting said video images to said at least one additional viewer that is not a participant in said game, said markup language code including code, if any, that is necessary for said players to play said game.

56. (New) The interactive game system of claim 55 further comprising:

network means that transfer a signal generated in response to an input from said first player from said first receiving means to said first means.

57. (New) The interactive game system of claim 55 wherein said interactive game is a sports game.

58. (New) The interactive game system of claim 55 wherein said interactive game is a casino game.

59. (New) The interactive game system of claim 55 wherein said interactive game is a game show game.